

## **APPENDIX B**

### **IN THE DRAWINGS:**

Attached is substitute Figure 2A.

## IN THE CLAIMS

1. (Amended) A method for providing a user interface, comprising the steps of:
  - (a) displaying a plurality of images in a frame, each of the images representing a goal;
  - (b) permitting a user to select from [of ]the images in the frame;
  - (c) permitting the user to adjust preferences related to the goal represented by the selected image in the frame; and
  - (d) altering the appearance of one or more of the images in the frame based on the adjusted preferences of the goal represented by the selected image.
  
9. (Amended) A method for providing a user interface, comprising the steps of:
  - (a) displaying a plurality of images in a frame, each of the images representing a goal;
  - (b) permitting a user to select from the images in the frame;
  - (c) permitting the user to adjust preferences related to the goal represented by the selected image in the frame; and
  - (d) altering the appearance of one or more of the images in the frame based on the adjusted preferences of the goal represented by the selected image, [A method as recited in claim 1, ]wherein the appearance of one of the images representing a financial goal fades a shade inversely proportional to the duration of time budgeted for attaching the financial goal.
  
10. (Amended) A computer program embodied on a computer readable medium for providing a user interface, comprising:
  - (a) a code segment for displaying a plurality of images in a frame, each of the images representing a goal;
  - (b) a code segment for permitting a user to select from [of ]the images in the frame;
  - (c) a code segment for permitting the user to adjust preferences related to the goal represented by the selected image in the frame; and
  - (d) a code segment for altering the appearance of one or more of the images in the frame based on the adjusted preferences of the goal represented by the selected image.

18 (Amended) A computer program embodied on a computer readable medium for providing a user interface, comprising:

- (a) a code segment for displaying a plurality of images in a frame, each of the images representing a goal;
- (b) a code segment for permitting a user to select from of the images in the frame;
- (c) a code segment for permitting the user to adjust preferences related to the goal represented by the selected image in the frame;
- (d) a code segment for altering the appearance of one or more of the images in the frame based on the adjusted preferences of the goal represented by the selected image [A computer program as recited in claim 10], wherein the appearance of one of the images representing a financial goal fades a shade inversely proportional to the duration of time budgeted for attaching the financial goal.

19. (Amended) A system for providing a user interface, comprising:

- (a) logic for displaying a plurality of images in a frame, each of the images representing a goal;
- (b) logic for permitting the user to select from [of ]the images in the frame;
- (c) logic for permitting a user to adjust preferences related to the goal represented by the selected image in the frame; and
- (d) logic for altering the appearance of one or more of the images in the frame based on the adjusted preferences of the goal represented by the selected image.